



KENSAI

The kensai is a master of the blade, a legendary “sword saint” who has bonded with his blade so completely that it has become a part of his soul. Heroes of the people, kensai have such pure spirits that they are above the petty considerations of land and title. They are even exempted from the master-samurai relationship, instead serving their own conscience, their own honor.

Hit Die: 1d10

REQUIREMENTS

To qualify to become a kensai, a character must meet the following criteria.

Allegiances: Code of Bushido, Ascetic Code

Base Attack Bonus: 7+

Feats: Ancestral Weapon (katana), Weapon Focus (katana).

Class Abilities: Weapon Specialization (katana).

Honor: 70+

CLASS SKILLS

The kensai’s class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (calligraphy, history, nobility and royalty, religion, tactics) (Int), Ride (Dex), and Survival (Wis). A character may receive additional skills from martial arts known.

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the kensai.

Poise: The kensai gains this feat as a bonus feat for which he does not have to meet the prerequisites. However, this feat only functions while the kensai is in light armor or no armor.

At 4th and 8th level, the kensai’s Armor Class bonus from this ability increases.

Ki: Beginning at 1st level, the kensai can use the power of his ki to increase the enhancement bonus of

a katana with which he has bonded (via the Ancestral Weapon feat) by +1, or grant his weapon an ability with an equivalent bonus of +1 for one minute per kensai level. This bonus stacks with the weapon’s innate enhancement bonus (if any), to a maximum of +6 (or a total enhancement bonus of +11, if the kensai has activated an ability rather than increased the weapon’s attack and damage bonus).

At 2nd level, the kensai can pick any one 1st-level kenza, mahoutsukai or shukke spell and use his ki to cast that spell through his bonded weapon (via the Ancestral Weapon feat). This counts against the kensai’s ki uses for the day, meaning that a 10th-level kensai can use this ability a maximum of three times per day. Regardless of the number of spells with which a kensai empowers his weapon, he can still only use those abilities a total number of times each day equal to his maximum ki.

The caster level for any spell the kensai casts from a bonded weapon is equal to his kensai level.

At 3rd level, the kensai can add a second 1st-level spell that he can cast from his bonded weapon with his ki.

At 5th level, the kensai can use his ki twice per day.

At 6th level, the kensai can





add a 2nd-level spell to his bonded weapon.

At 7th level, the kensai can add a 3rd-level spell to his bonded weapon.

At 10th level, the kensai can use his ki three times per day.

Special Purpose: At 9th level, the kensai can empower his bonded weapon with a special purpose, such as slaying a particular foe or race of foes. The nature of the special purpose is subject to approval by the Gamemaster, but the special purposes listed for intelligent items in the *Dungeon Master's Guide* are good examples. When in pursuit of the item's special purpose, the kensai gains a +2 luck bonus to all attack and damage rolls, saving throws, and skill checks.

TABLE 2-2: THE KENSAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+2	Poise; Ki 1/day
2 nd	+2	+3	+3	+3	Ki (1st-level)
3 rd	+3	+3	+3	+3	Ki (1st-level)
4 th	+4	+4	+4	+4	+1 Armor Class
5 th	+5	+4	+4	+4	Ki 2/day
6 th	+6	+5	+5	+5	Ki (2nd-level)
7 th	+7	+5	+5	+5	Ki (3rd-level)
8 th	+8	+6	+6	+6	+2 Armor Class
9 th	+9	+6	+6	+6	Special Purpose
10 th	+10	+7	+7	+7	Ki 3/day